

Machine Learning
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Contents

1	Introduction	1
1.1	What is Machine Learning	1
1.2	Supervised Learning	2
1.3	Unsupervised Learning	3
2	Linear Regression with One Variable	3
2.1	Model Representation	3
2.1.1	Notations	3
2.1.2	Hypothesis Function	3
2.2	Cost Function	4
2.3	Gradient Descent	4
2.3.1	Intuition	4
2.3.2	Gradient Descent Algorithm	4
2.3.3	Gradient Descent with Linear Regression	5

1 Introduction

1.1 What is Machine Learning

1. Machine Learning
 - Grew out of work in Artificial Intelligence (AI)
 - New capabilities for computers
2. Examples:
 - database mining
 - applications can't program by hand (handwriting recognition, Natural Language Processing (NLP), Computer Vision)
 - Neuromorphic applications

3. Definition

- Arthur Samuel(1959)

Machine Learning: Field of study that gives computers the ability to learn without being explicitly programmed.

- Tom Mitchell(1998)

Well-posed Learning Problem: A computer program is said to learn from experience E with respect to some task T and some performance measure P , if its performance on T , as measured by P , improves with experience E .

4. Machine Learning in this course:

- (a) Supervised Learning
- (b) Unsupervised Learning
- (c) Others: reinforcement learning, recommender systems
- (d) Practical application techniques

1.2 Supervised Learning

In supervised learning, the *the right answer* is given. For example:

1. Regression: predict real-valued output.
2. Classification: predict discrete-valued output.

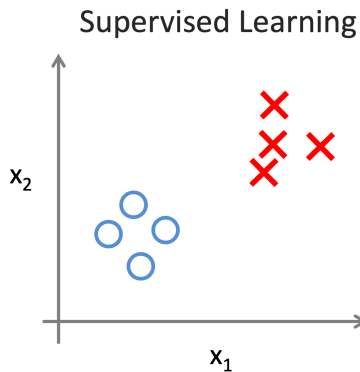


Figure 1: Supervised Learning

1.3 Unsupervised Learning

The right answer is not given, e.g. cocktail problem (distinguishing two voices from an audio file.)

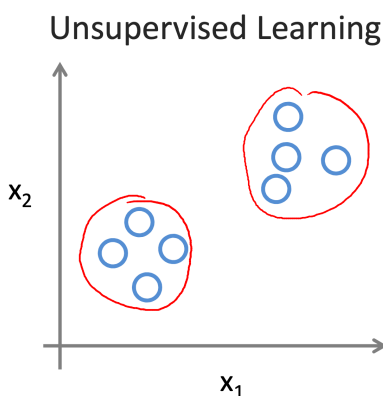


Figure 2: Unsupervised learning

2 Linear Regression with One Variable

2.1 Model Representation

2.1.1 Notations

For a training set:

- \mathbf{m} = Number of training examples.
- \mathbf{x} = “input” variable / features.
- \mathbf{y} = “output” variables / “target” variable.
- (\mathbf{x}, \mathbf{y}) - one training example.
- $(\mathbf{x}^i, \mathbf{y}^i)$ denotes the i^{th} training example

2.1.2 Hypothesis Function

A hypothesis function (h) maps input (x) to estimated output (y). How do we represent h ?

Hypothesis Function $h_{\theta}(x) = \theta_0 + \theta_1 x$

 (1)

We can apply *Univariate linear regression* with respect to x .

2.2 Cost Function

Recall 1. The θ_i s are parameters we have to choose. The intuition is is that we want to choose θ_i s such that h_θ is closest to y for our training examples (x,y) .

Cost Function $J(\theta_0, \theta_1) = \frac{1}{2m} \sum_{i=1}^m (h_\theta(x^{(i)}) - y^{(i)})^2$

 (2)

Summary

1. **Hypothesis** $h_\theta(x) = \theta_0 + \theta_1 x$
2. **Parameters** θ_0, θ_1
3. **Cost Function** $J(\theta_0, \theta_1) = \frac{1}{2m} \sum_{i=1}^m (h_\theta(x^{(i)}) - y^{(i)})^2$
4. **Goal** $\min_{\theta_0, \theta_1} J(\theta_0, \theta_1)$

2.3 Gradient Descent

2.3.1 Intuition

1. We have some function $J(\theta_0, \theta_1)$, we want to $\min_{\theta_0, \theta_1} J(\theta_0, \theta_1)$
2. Outline: start with some θ_0, θ_1 , keep changing θ_0, θ_1 to reduce $J(\theta_0, \theta_1)$ until we end up at a minimum.

2.3.2 Gradient Descent Algorithm

Algorithm

repeat until convergence{

$$\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta_0, \theta_1) \quad (\text{for } j=0 \text{ and } j=1).$$

}

Notes

1. the $:=$ denotes non-blocking assignment, i.e. simultaneously updates θ_0 and θ_1
2. We use the derivative to find a local minimum.
3. α denotes the learning rate. Gradient descent can converge to a local minimum even when the learning rate α is fixed. As we approach a local minimum, gradient descent will automatically take smaller steps. Therefore it is not needed to decrease α over time.

2.3.3 Gradient Descent with Linear Regression

Recall, we have:

1. Gradient Descent Algorithm:

repeat until convergence{

$$\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta_0, \theta_1) \quad (\text{for } j=0 \text{ and } j=1).$$

}

2. Linear Regression Model:

$$h_{\theta}(x) = \theta_0 + \theta_1 x$$

$$J(\theta_0, \theta_1) = \frac{1}{2m} \sum_{i=1}^m (h_{\theta}(x^{(i)}) - y^{(i)})^2$$

.

We can substitute the above equations, which gives us:

$$\theta_0 := \theta_0 - \alpha \frac{1}{m} \sum_{i=1}^m (h_{\theta}(x^{(i)}) - y^{(i)})$$

$$\theta_1 := \theta_1 - \alpha \frac{1}{m} \sum_{i=1}^m (h_{\theta}(x^{(i)}) - y^{(i)}) \cdot x^{(i)}$$

.